

# Atari Age

THE OFFICIAL PUBLICATION OF THE ATARI CLUB

Nov. 1983/Feb. 1984 • VOLUME 2 • NUMBER 4





# THINK YOU'RE GOOD? PROVE IT!

Get set for Phase 2 of the Atari Club  
Videogame Masters Competition —

## QUADRUN!

The Atari Club continues its search for the best videogame players in the nation with another Club Exclusive Cartridge introduction, an absolutely unique game that will push your joystick abilities to the limit. Setting high score records on QUADRUN won't be easy — but it's worth the effort. The two highest scorers entered in the Masters Competition will be flown to the 1984 Olympic Games in Los Angeles, to compete head-to-head against winners in the other two Masters divisions — and a prize package to fit the title.

## FOR EVERYONE WHO QUALIFIES AS A VIDEOGAME MASTER

- Reach the established Masters score level on QUADRUN — 25,000 points — and win:
- An Atari 800XL Home Computer!

## SECOND PRIZE

- The next three highest scorers for the QUADRUN cartridge competition will win:
- An Atari 800XL Home Computer!

## FIRST PRIZE

- The two top scorers for the QUADRUN cartridge competition will win:
- A Trip for Two to the 1984 Olympic Games to compete in the Videogame Masters Competition Finals!
- A Canon Snappy 35-mm Camera!

## GRAND PRIZE

- The Ultimate Videogame Master wins:
- An Atari Arcade Video Game
- A Canon A-1 35-mm camera outfit
- \$8000 in cash!

## HOW TO ENTER

- 1) Purchase a Masters series cartridge from The Atari Club for your Atari 2600 system. You will receive an official Videogame Masters entry blank with your cartridge.
- 2) Snap a picture of the game screen showing your best score, making sure that the score is clearly visible, and send it along with the official entry blank or a reasonable facsimile and the proof-of-purchase seal from the QUADRUN game box.
- 3) Be sure to write your game score in the lower left-hand corner

of your envelope.

- 4) For the QUADRUN competition, your entry must be received by April 15, 1984.
- 5) Complete rules are available with the QUADRUN cartridge shipment, or by sending a self-addressed stamped envelope to ATARI CLUB QUADRUN CONTEST, Rules Request, P.O. Box 5036, Great Neck, NY 11023.
- 6) Contest open only to U.S. residents. Employees of Warner Communications Inc., affiliates, subsidiaries, and production agencies and Scherer Associates, Inc. are not eligible to enter. Void wherever prohibited or restricted by law. All federal, state, and local laws and regulations apply.

**THE CHALLENGE —  
MASTER  
THE  
RUNT  
GUARDIANS  
OF**

# QuadRun



Enter the strange world of QUADRUN

Meet the odd inhabitants — little robot folk called Runts, who are trying to escape from the clutches of the weird Runt Guardians. The Guardians come in five flavors — Goorns, Snags, Yo-Yos, Nods, and Brats. They may not sound evil, but you'll learn to loathe them when they stand between you and the Ultimate Videogame Master title.

QUADRUN is abstract, unusual, and very fast. Your on-screen movement is totally different from anything you've played before. You "pop" from point to point, then jockey for position from side to side. You shoot at your enemies, but then you must scoot to catch your own shot. You've got to run, shoot, catch, watch, judge, figure, guess, teleport, hunt, save, aim, and fire — all at once!

The four-sided battlefield of QUADRUN awaits you. Accept the challenge!

It will be at least six months before QUADRUN is sold at any store — it may never be released to the general public! But you can get in on the fun right now!


QUADRUN Item Code C97 \$31.95

**TO ORDER:  
CREDIT CARD CUSTOMERS  
CALL 1-800-538-8543**

(CA residents call 1-800-672-1404)

Or use the convenient Mail Order Form included in this magazine





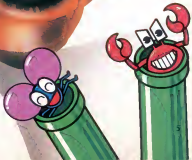
you really are. **Quadrin** is a totally different kind of game from anything you've tried before. If you're fast with a joystick, you'll become a good player fairly quickly. But a great one? That's not so easy. For those who truly master **Quadrin**, though, there are fabulous prizes — travel, cameras, computers, cash, and an arcade video game. A worthy reward for the true Videogame Master. And remember, this contest is open only to Atari Club Members.

1984 looks like a good year for The Atari Club. We have lots more surprises in store for you,

including the third and final cartridge in the Videogame Masters Competition, more inside information from the game programmers at Atari, more news and advice about home computers, and plenty of unusual features. And if you look in the centerfold of this issue of **Atari Age**, you'll find your first bonus for 1984 — a pull-out calendar loaded with Atari artwork for your wall.

Happy New Year!

Steve



# New Cartridge Report

## Mario Bros. by Nintendo



For Atari 2600 and 5200 systems

Mario of *Donkey Kong* fame is tired of monkeying around in the construction business. Now he has joined his brother Luigi in the plumbing trade. But if he thought things would get quieter in his new profession, was he ever wrong! All sorts of pests are climbing out of the pipes and onto the floor. The brothers must knock them off into the puddle of water below.

These pipe-dwelling critters may not be as strong as a gorilla, but they're a lot trickier. To knock them off, you first have to bop them onto their backs. That's not too tough when dealing with Shellcreeps (who look a lot like turtles). Just jump up and hit the floor beneath their feet and they'll flip over. Then jump onto the level they're on and kick them off.

Things get trickier when the Sidesteppers show up. These crab-looking creatures don't

flip over so easily—the first bop just annoys them and speeds them up. It takes two bops to flip 'em.

Next out of the pipes are the *Fightertiles*. These tricky little devils bounce as they buzz by—if you don't hit the floor at the moment they land, they get off without a scratch. And as the action speeds up you'll meet *Splice*, an icy creature who will freeze the floor into a slippery mess if you don't bop 'em first.

There's lots going on in *Mario Bros.*, including bonus coins and a "PCW" button for emergency aid. And the game plays perfectly with either one or two players on the screen at once! No more waiting your turn—one of you can be Mario, the other Luigi, and team up to tackle screenfuls of pipe pests.

## Pigs in Space



For Atari 2600

Muppet Madness comes to videogames, and space battle will never be the same!

The crew of the *Swinetrek*, well known to all Muppet Show fans, face outer space menaces as weird as they are challenging. There are three entirely separate games in this cartridge, one for each crew member.

Captain Link Hogthrob takes on *Chicken-vaders*. The Ultimate in Fowl Play. Rows of threatening space chickens hover overhead, dropping devastating eggs. A hit turns Link into a chicken! He counterattacks by shooting Link sausages up at his descending enemies.

First Mate Piggy faces a menacing round of *Pastaroids*. She has been ejected into the midst of a raging pastaroid storm, made up of spacy streams of meatballs and spaghetti. She

must fight her way through this deadly—and fattening—torrent of Italian food to return to the *Swinetrek*. Karate chopping meatballs earns extra points. But a collision with the spaghetti or meatballs sends Miss Piggy reeling.

Finally, Dr. Strangepork must navigate the *Swinetrek* in a death-defying *Escape from the Planet of the Gonzoids*. Strange metallic robots who look suspiciously like *Gonzos* hurl pizzas across a mine tunnel. You must navigate past these obstacles to freedom. You are armed with Dr. Strangepork's semi-wonderful weapon, the *Boomeray*. Like a boomerang, it shoots upward but curves back down. The *Swinetrek* must avoid its own shot or be demolished!

**Quadrun**

Atari Club Exclusive Cartridge Introduction  
For Atari 2600

You realize you're into something different as soon as you plug **Quadrun** into your Atan 2600 unit and turn it on. The name of the game appears on screen, and a voice comes out of your TV speaker, announcing "Quadrun! Quadrun! Quadrun!"

Now you've found a unique game action, and you know you're into a four-part game grid. You are transported to a four-part game grid, forming two movement paths — top-to-bottom and side-to-side. You move instantaneously from one side of the field to the other with a flick of the joystick. Then line yourself up carefully within your quadrant — there are five different kinds of Runt Guardians patrolling the field, each with a different movement style. Aim your phase ball and shoot, but don't stop then — you start with only three phase balls, and

have to race down and catch them before they leave the playfield forever. Don't let those Runt Guardians get away, either — each one who escapes shortens your Critter Counter and, when it's gone, so are you!

Guardians' escapes shorten your climb. You can't escape when it's gone, so are you ready? You have one more bit of business to contend with—the Rustler! They're friendly little fellows who want to escape from the Guardians along the slide-to-side path. They need you to catch them and free their friends, though, so keep a sharp eye and don't let the little Rustls down! **Quadrud** has brilliant colors, fast action, and an extra attraction for really hot gamers—an extra **Quadrud** scorers will become **Alien** the top **Quadrud** Masters! **Finalists** and **battle** it Club Videogame Masters **Finalists** and **battle** it out for the championship at the Olympic Games in Los Angeles!

### Snoopy and the Red Baron



For Atari 2600

Here's the World War I flying ace ready for another dangerous mission. This time he must recover the stolen treats in an aerial dogfight to the finish!

The situation is desperate—the Red Baron has been stealing the *Alfies'* treats! Their precious supply of goodies is shrinking at an alarming rate. What will they do without popcorn, burgers, pizza, ice cream cones, and root beer. Good grief!

maneuvers to shoot down the Red Baron and snatch back the stolen treats. The Baron is tricky—he can hide in the clouds overhead in his Fokker triplane, or drop a deadly skull and crossbones just when you thought you'd be able to grab a tasty treat. But don't worry—you have four skill levels to choose from, so everyone from the youngest family members to seasoned arcaders can have fun flying Snoopy into combat.

## Big Bird's Egg Catch



## For April 2000

Another beloved Sesame Street Muppet arrives in videogame form to help preschoolers practice important learning skills, thanks to the joint efforts of Atan and Children's Computer Workshop.

Chickens are laying eggs in the haystack. Beneath each chicken there's a chute to carry the egg down to Farmer Big Bird. You must position Big Bird under the chute which carries the egg and catch them in the basket on his head. If you miss, you've got scrambled eggs!

**Big Bird's Egg Catch** has ten different playing levels, beginning with straightforward

chutes and simple movements for the youngest players, and moving up to complications like invisible eggs and disappearing chutes which will challenge 7-year-old videogame fans and their parents. All but one of the variations can be played by one or two players.

As with all the Atari/Sesame Street Library cartridges, **Big Bird's Egg Catch** is played with the Kids' Controller, a specially designed keypad with big buttons and colorful overlays to make gameplay easy for little people with small hands.

# HOW TO SHOOT SCREEN PHOTOS

**Whether you need a screen shot to enter the Atari Club Masters Competition, or just want proof of your high-scoring performance on an Atari game, here are the tips you need to get clear, readable photos.**

You can shoot pictures of Atari game score displays on your TV screen with many types of camera, but it's a lot easier with some types than with others.

Your best choice is an automatic exposure 35mm single lens reflex camera (SLR), such as the Canon A-1 included in the Masters Competition prize package.

Using an SLR equipped with a standard 50mm lens you can get as close as one and a half to two feet away from the TV screen and get a print in which the screen occupies almost all of the image area. Your score will, therefore, be nice and readable on a standard 3 x 5 inch print.

You'll need a tripod or some other sturdy camera support. That's because you'll want to shoot with a slow shutter speed, ideally 1/8th second, for best results. Shoot faster than that and you may get a diagonal bar across the image—a "scanning bar." That's because of the time it takes for a complete picture to be formed on the TV screen. Note that we said "best results." We've shot with an AE-1 set at 1/50th second and 1/30th second and, while scanning bars were faintly visible, the results were entirely acceptable for contest submission.

Color print film with an ASA/ISO rating of from 100 to 400 is recommended.

When you are ready to shoot, line up your camera so its back is parallel to the TV screen and the lens is pointed at the center of the screen. When you focus, tilt the camera a little and focus on the score display. Go back to dead center and shoot.

The score display and background colors will change every few seconds—that's a feature Atari programs into their cartridges to eliminate any chance of picture tube damage. Shoot when there's the most contrast between the score numbers and the background—either dark on light or light on dark.

Before you start shooting, you should turn off any room lights that may reflect on the screen. A dark room is best. Don't use flash.

Autofocus 35mm cameras such as the Canon Sure Shot generally will only focus as close as nine or ten feet. That's still close enough to get a readable score image on a 3 x 5 print. Check your owner's manual to see what the minimum focusing distance is and use a ruler or tape measure to get the right distance from the camera to the TV screen. At a distance of nine or ten feet, the light meter in the typical autofocus camera will "see" not only the bright TV screen, but also some of the darkened room around the TV set. The camera's exposure system is likely to average the two light readings, and you may get a picture with the TV screen a little overexposed (too bright). Don't worry, the score will still be readable. If you are a perfectionist, you can get better results by changing the ASA/ISO setting on your camera a bit. Say you are shooting with ASA/ISO 100 film. Move the ASA/ISO dial to the next lower notch, say 80. That will underexpose the shot a trifle and, while the room around the TV set may go totally black, the screen will be better exposed.

Most autofocus cameras have so-called "programmed" shutters. This means that the camera's exposure system automatically sets both the shutter speed and lens aperture to suit the lighting conditions. Again, you'll want to shoot slow to eliminate scanning bars. Use ASA/ISO 100 or 200 film with this kind of camera.

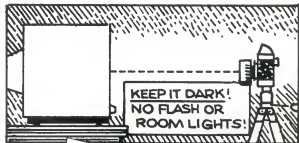
There are two kinds of simple point-and-shoot cameras. The popular Canon Snappy

[another contest prize] is an example of the somewhat more sophisticated kind, although it's just as easy to use as the more elementary models. Like the autofocus cameras, Snappy has a programmed shutter. Use it with ASA/ISO 100 or 200 film and the exposure will be slow enough to eliminate scanning bars. The recommended camera to TV set distance is from four to five feet.

The simplest cameras have single speed shutters, generally 1/25th second. At that speed you may get scanning bars. The solution is to shoot several frames. The odds are that you'll get one or two prints in which the scanning bars do not hide your game score.

Some ultra-simple cameras have shutters that operate at a slower speed when flash is used. If you have a camera of this type, insert a used flash bulb. The camera won't know the difference and will automatically set the lower shutter speed. This may be enough to make scanning bars unobjectionable. You can find out if you have this kind of camera by asking your photo dealer or checking the instruction booklet that came with the camera.

Many of the most inexpensive point-and-shoot cameras have "slow" lenses, meaning that the maximum lens opening may not be large enough to let in enough light to get a decent picture from a TV screen. Lenses with "f" numbers smaller than 1/8 (say 1/11) you may have difficulty. Thanks to the new ASA/ISO 1000 films you may still be able to get pictures with readable scores. Try it—you could be a winner.





# THE CASEBOOK of R. C. ADE

**O**ur hardboiled high school detective takes on treacherous Henry Cadwallader once again in the death-defying Case of the EPROM Connection.

The room was hot and sticky, the constant murmur of muffled conversation broken only by the occasional crash of shattering glass or the squeal of pan as metal chairs met innocent flesh. The air was heavy with the unmistakable stench of decaying fruit. I don't know why I went there, but I did, five days a week. Sure, I could have walked outside, where the air was crisp and cold, and the del was packed with kids munching \$1.75 bologna-and-cheeses. But no, I came back day after day to the school cafeteria.

I never touched the food. But while I pushed the slabs of mystery meat around on my plate, I feasted on the gossip, the misreading, the furtive glances that shot from love-starved guys to stuck-up prom queens like bolts from a laser cannon. In this steamy atmosphere of simmering high school passions, the bit of information that could blow a tough case wide open might bubble to the surface at any moment. I knew that's where R. Cade had to be. It's not always a pretty job being a high school gumshoer, but what the heck — everybody needs an extracurricular activity.

The extracurricular activity I wanted to pursue sat down next to me one especially miserable Monday. Her name was Helen Argenzino, and she had everything I could ask for in a woman: bright, good-looking. And her father owns the video store downtown.

Her only optional equipment that didn't meet my specs was a hunk of metal named Roger. As far as I could tell, all Roger had to offer were blond eyebrows the size of twin gerbils, the halfback slot on the first string varsity football team, and a hand-me-down Porsche his father had gotten tired of.

That hadn't stopped me from asking Helen out half a dozen times. It only stopped her from saying yes.

"What's a nice girl like you doing in a place like this," I asked, regretting each syllable as it felt like a lump of lead from my lips.

"Cade, I have a question for you: You're Mister Video in this school, right?"

"Too easy. Ask me another."

"I'm serious, Cade. I have to find out what an EPROM is."

An EPROM? Where did a doll like this come up with a question like that?

"Okay, but pay attention — there'll be a quiz when I'm done. EPROM stands for Erasable Programmable Read Only Memory. It's a kind of computer chip. You can put a program on it, then erase it and put another program on it."

"Does it have anything to do with videogames?"

"It can. When manufacturers are trying out games before they're released, they put the programs on EPROMs so they can be tested."

Here I was sounding like Scientific American magazine when the cover of Cosmopolitan was staring me in the face. It just didn't read.

What would one of those EPROMs be worth?

How'd we get to the Wall Street Journal? I couldn't figure the angle. But it was definitely time to go fishing.

"Listen, Helen, if your old man has any plans to sell EPROMs in his store, tell him to forget it. Companies never sell those things — they'd be hot merchandise."

"Then they would be valuable?"

I saw that look in her eyes — that hungry half-smile dames get when they're about to do something they shouldn't. If Adam had known what that look meant, he never would have sunk his choppers into that malevolent Macintosh. And as soon as I saw that look, I had a pretty good hunch who the snake was.

"Could this sudden interest in microelectronics have anything to do with Henry Cadwallader?"

Her cheeks answered the question for me — they glowed red like the brake lights on her boyfriend's Porsche.

"Why don't you and I go have a little talk with my friend Caddy? I took her firmly by the arm and steered her through the sea of crumb-encrusted humanity to the corner table where Cadwallader held court.

"Henry, old man, I understand you've gotten into the retail trade."

He looked me straight in the eye. I saw his left hand hit his lap in a movement I wasn't supposed to see.

"Aren't you going to let me see your EPROM, Henry? You know how interested I am in videogames."

Henry shot Helen a 45-caliber glance. All eyes at the table shifted rhythmically from Caddy to me, and back to Caddy. I saw two \$20 bills crumpled in the hand of the kid on Henry's left. Looked like I had shown up just in time.

"Sure, you can see it." He tossed it a little too hard, but my hand-eye coordination is too well trained by hours of joysticking to let Henry get one past me. I snatched the plastic missile out of the air.

It looked like any other cartridge casing, except there was no printed label. Instead, a typed paper was glued to the front — "CONFIDENTIAL EXPERIMENTAL EPROM."

"Impressive, Caddy. What's the game?"

"You've never heard of it, Cade. I guarantee you that. In fact, nobody will get hold of this game for months, unless they get it from me. It's called 'Battle on Planet X'."

"And where did you get this little gem,

Caddy?"

"He got it from a friend of his at Atan."

The answer came from the kid with the crumpled currency in his fist.

"So, this is going to be an Atan game! Now I am impressed. How does the game-play go?"

Caddy bit off his words in bitter little chunks. He knew I was waiting for him to slip up, and he knew I knew he knew. But we had an audience, and he couldn't leave center stage now.

"Listen up, Cade — I'm only going through this once. The aliens from Planet X have four floating space stations. You've got to disable all of them by landing on each and setting your Cosmic Crushers in place in the sectors on the surface. The Crushers only become operational when they're lined up to complete a circuit. Of course, the X-aliens aren't defenseless. They have Positronic Pulverizers, and they get planted on the planet's surface too. If they complete their forcefield circuit before you do, you're defeated."

"Wow!" It was the cash kid. The bits were getting mashed and sweaty. I heard a faint click at my side. Helen had opened the catch on her handbag and was reaching for her wallet. It was time to put an end to this insidious charade.

"Hand me a piece of paper, somebody." Helen gave me the back of her health spa membership card. Class.

I did a fast sketch and tossed it to Cade. "What do you think of that new game looks like?"

Henry turned the color of butterscotch pudding. I tried not to smile.

"Seems to me an EPROM like that is much too valuable to sell. Henry Don't you think you ought to hang on to it?"

He nodded agreement just as the bell rang signaling next period. No money changed hands. The cafeteria cleared out. Only I was left. And Helen.

My sketch was lying crumpled next to Henry's lunch tray. She took it, delicately spread it out, and looked at me quizzically. I explained it all quickly to her. I also asked her out for the seventh time, for this Friday. Strange thing. She accepted.

Couple of possibilities now. Roger may separate my flesh from my bones. Helen may decide that, getting involved with somebody with my taste for danger could be asking for heartache — I could understand that. Or this could be the beginning of a beautiful friendship.

**Do you know how Cade cracked the case? The answer is in the Solution Section on page 10.**



# GAME-GRAMS

Dear Atari Club,

I was recently looking through a cartridge catalog called "A Guide to the Atari Stars" when I noticed that the Combat picture is different from my Combat. Is this Combat an updated version? If so, can an older Combat owners trade in or get a rebate for the old cartridge?

Chris Schumann  
Wallingford, CT

The updated version of Combat which you saw pictured is an example of a cartridge that seemed like a good idea at the time, but lost its appeal somewhere between the programming lab and the marketplace. The picture in the catalog is accurate—we have seen a version of the game as it was partially programmed, and it was coming along nicely. However, with Battlezone on its way and Pac-Man included with Atari 2600 units now being sold, there didn't seem to be much need for an updated version of Combat, so the project has been shelved.

—Editor

Dear Atari Club,

I'm writing to you to ask why are the figures in Atari games made out of square boxes?

Amy Schinning  
Frasar, MI

The topic of how computer graphics works is fairly complicated—we'll go into it in detail in future issues. However, here's a quick answer to tide you over.

The picture drawn on the screen is made up of lots of squares called "pixels." Even if an object appears to be round, it is still made up of square pixels. What varies is the size of those squares—when they get small enough, you don't see them as

squares at all, but simply as points of color. Then why don't the programmers always use small pixels and create smooth curves and detailed pictures? The smaller the pixels, the more computer memory it takes to hold the picture, and memory is almost always in short supply. The programmer has to make trade-offs—using larger pixels leaves more memory available for gameplay, sound effects, and so on.

—Editor

Dear Atari Club,

What is the difference between the Atari 2600 and the VCS? I am wondering because whenever I see cartridges I want to buy I sometimes see that it's for the 2600 so I'm afraid to buy it because it might not fit into my VCS.

Nicola Maynard  
Melrose, MA

The Atari 2600 Video Computer System is the full, official name. However, it is popularly called the Atari 2600 or the Atari VCS game system—whatever name you hear, they're talking about the same machine. We have also heard from readers who were confused by the game units offered by Sears under their Video Arcade label. The Sears Video Arcade and Video Arcade II were sold by Sears at a time when their company policy was to avoid selling anything that didn't have their store name on it. In fact, both units were manufactured by Atari for Sears, and will play any Atari 2600 game cartridge.

—Editor

Dear Atari Club,

I have learned that on all of my Atari game cartridges, if you are in the middle of a game and you turn the television set off, leaving the Atari switches turned on, you can still play the game. Of course you can't see

the picture or hear the sound, but turn the television set back on and you will have moved some or even scored more points! By the way, does this hurt the Atari VCS or the cartridges when you do this?

Dan Diebenport  
Nacogdoches, TX

No, Dan, you won't hurt your game unit this way—although you might confuse it with your strange behavior. Your Atari game console does its work and sends a signal to the television set, which receives it much the way it receives a signal broadcast from a TV station. The game unit doesn't know the TV set is off, any more than ABC knows I've turned off Monday Night Football after a half hour of Howard.

—Editor

Dear Atari Club,

What do the strips of rainbow stand for on the front cover?

Ricky Ham  
Fullerton, CA

You're making me feel old! Surely people still play Breakout (or at least Super Breakout). Those Atari Age stripes represent the colorful layers of bricks of those classic Atari games. Even now, when game graphics have improved enormously and game plots have become increasingly complex, we won't hesitate to recommend Super Breakout to anyone—it's still a great game!

—Editor



## Solution Section

### SEND US YOUR FACE CONTEST RESULTS

Thanks to all of you who sent us your smiling faces (yes, even you dogs and cats, although we can't figure out how you addressed the envelopes). The first prize winners are all human, and good-looking humans at that. We've handed pictures of Brian S. Gregory of Glendale, AZ, Rob Verties of Louisville, KY, and Jennifer Kingham of Shawnee, OK over to our friends at DC Comics, who will include our winners in an upcoming issue of *Atari Force* comics. We'll reprint the artwork in *Atari Age* when it is completed. The rest of our "Send Us Your Face" winners will be notified by mail.

### CORRECTION

In the September/October issue's "Your Turn" section, a typographical error made the "Who's Who in the Game Room" puzzle unsolvable. The mistake is in Clue #2, which should read: Jim's score was better than the score of the person playing *Pac-Man*.

### ATARI SCRAMBLE SOLUTION

1) Asteroids, 2) Haunted House, 3) Night Driver, 4) Bowling, 5) Super Breakout, 6) Defender, 7) Adventure, 8) Slot Racers, 9) Basketball, 10) Warlords, 11) Sky Divers, 12) Missile Command, 13) Pac-Man, 14) Casino, 15) Combat.

### CASEBOOK OF R. CADE

Cadwallader didn't have a new, unreleased game—he had picked up a copy of an old, discontinued Atari cartridge, 3-D Tic-Tac-Toe, taken off the genuine label, and put his own fake label on it instead. A good game? Yes. A secret, "hot" EPROM? Come on, Cadwallader—you should have known R. Cade would remember a classic Atari game, even if it's not on the shelves anymore.



## WORLD CENTIPEDE CHAMPIONS CROWNED

On September 15 in Munich, Germany, 35 videogame experts met to vie for the title of World Centipede Champion. Representing 24 countries, the contestants ranged in age from 11 to 39. Collectively they had defeated more than two million players around the world to win the right to compete in the Championship. There were two age categories in the competition—18 years and under and over 18. And when the last bug was blasted, the U.K. emerged victorious, with the championship in both age categories.

Playing the Atari 2600 version of Centipede with the Trak-Ball controller,

Stuart Murray, 14, from Scotland, took first place in his division with a score of 323,512 points in two 20-minute rounds. Andrew Brzezinski, 19, from England, won the senior division with 322,044 points.

The top three finishers in each category were awarded seven-day all-expense-paid trips for two to the 1984 Olympic Games in Los Angeles, along with an Atari Home Computer.

The best finish by a U.S. contender was second place in the over 18 category for Doug Leighty, 21, with a score of 290,986.

## FREE COMPUTERS FOR SCHOOLS OFFERED BY ATARI AND POST CEREALS

Does your school or school-affiliated group need a computer? How about printers, disk drives, and educational software? Thanks to a new program called "Catch on to Computers," a wide array of Atari computer equipment is available at no charge to qualifying groups.

The Catch on to Computers program is a joint effort of General Foods' Post Cereals and Atari, Inc. During the year-long program, schools can earn Atari computer equipment by collecting a specified number of Post cereal proof-of-purchase points.

Another aspect of the Catch on to Computers program is a nationwide computer literacy program designed to give all age groups a free hands-on learning experience

with computers. A Catch on to Computers program ran in 10 cities across the country during October, November, and December, introducing the basics of computing to more than 50,000 children, adults, and teachers.

Cities involved included New York, Los Angeles, Milwaukee, Denver, Chicago, Washington, D.C., Houston, New Orleans, and Atlanta. At each stop on the tour, computer training experts presented 80 hours of free tutorials and distributed thousands of free booklets.

For more information about the free equipment offer or any of the events, write to Catch on to Computers, P.O. Box 3445, Kankakee, Illinois 60902.

## ATARI ADVENTURE CENTERS OPEN



Atari introduced a whole new concept in family entertainment centers with the November opening of the first Atari Adventure, in St. Louis, MO. This unique alternative to the traditional arcade set-up combines a high tech videogame environment with a hands-on computer learning center, complete with full-time instructors, and a special display area featuring the latest in video game technology.

The learning center will feature the Atari XL home computer line in a classroom setting. This computer learning center will provide regular classes for people of all ages interested in becoming "computer literate." It will also be possible to work for time at the computer work stations, to do homework, use a word processor, or perform other computer applications.

The game room will offer the latest arcade games from all the major manufacturers in a high tech setting. And the technology display area will offer a unique opportunity to view the absolute latest from the Atari research and development group, including experimental electronic equipment and prototype videogames which are still in the polishing stage. This area will be more than an exhibit. Visitors' opinions on the new games and equipment they see will be actively solicited. "Through Atari Adventure, we will be able to get even closer to the player, to find out what excites and motivates them," commented Bernie Sullivan, vice president of Atari Adventure. "We feel it will greatly aid our research efforts in this vital area."

# Sneak Peeks

While the rest of us are busy mastering the cartridges we found under the tree or stuffed in stockings in December, Atari programmers are working like busy little elves to create the games we'll be playing through 1984. And this leap year, videogame fans will really be jumping for joy, judging from what we saw on our latest visit to Sunnyvale. Here are just a few previews of the games in the news Atari will introduce in the months ahead.

## LUCASFILM

Just over a year ago, Atari entered into an agreement with Lucasfilm Ltd., the makers of the STAR WARS movies, to create original videogames utilizing the filmmakers' unique computer graphics talents. We had the privilege of peeking at the two games which are now nearing completion for Atari home systems, and they are nothing less than spectacular!

The details must remain "Top Secret" for now. However, we were given permission to reveal the basics of these state-of-the-art games.

The first is a futuristic ballgame with high-velocity action and astounding graphics. And when combined with dazzling three-dimensional perspective and space-age sounds, it's like a dream of what sports might be like in the 21st century.

The other game we tried is a space theme challenge worthy of the Lucasfilm name. The player is the pilot of a realistically pictured rescue ship, flying through the cosmos to pick up marooned astronauts. The big news here is the way you pilot your ship over the terrain. Banking turns, rapid acceleration, and lifelike take-offs and landings as you journey over a mountainous landscape bring heart-stopping excitement to this mission.

We wanted to take the game demos home and start playing them now, but there are still some finishing touches to be done. Expect them to be released in the middle of 1984 — we'll keep you up to date on further developments. Keep your eyes open — these are games worth waiting for!

## COMING SOON FROM AN ARCADE NEAR YOU

By now we've come to expect the hottest arcade games will come home thanks to Atari, and 1984 is no exception. A sample of what's been worked on now:

**CRYSTAL CASTLES**—The current Atari arcade hit starring Bentley Bear in a gem-grabbing fight to the finish against an assortment of odd creatures in a series of many-leveled Crystal Castles. For all Atari game and home computer systems.

**MILLIPEDE**—Another Atari coin video hit, the updated, hotter-than-ever version of the classic *Centipede* is due for all Atari systems this year.

**STARGATE**—If you enjoy *Defender*, you'll love *Stargate*, Williams Electronics' enhanced rendition of their super space challenge. The Atari home version is due this spring, once again for all Atari systems.

We'll have more news on arcade translations currently in the programming labs in our next issue.





## COIN VIDEO PREVIEW

Two quick glimpses at brand new coin videogames introduced by Atari at the Amusement and Music Operators Association trade show held in New Orleans in October.

**FIREFOX.** The first laser videogame from Atari, *Firefox* brings the excitement of the action-packed Clint Eastwood movie of the same name to the arcade. The thrill of real fast-flying movie footage is enhanced by sophisticated digitized voice reproduction which lets gameplayers hear over 28 of Clint Eastwood's phrases from the film. Another highlight—the specially developed flying controls created for the *Star Wars* coin videogame are found on *Firefox*, adding to the realism of the flight experience.

TX-1: Namco knows driving games—they're the people who brought us *Pole Position*, and more recently *Pole Position II* (see page 25). Now they've created a new auto racing game which Atari will bring to the arcades in early 1984. *TX-1* features three screens for wraparound action. The combination of sights and sounds in the sit-down version will immerse players in a total driving experience.

## COMPUTER GAME FAVORITE DUE FOR ATARI VCS SYSTEM

One of the most acclaimed computer games ever is *Choplifter*, a helicopter rescue mission created by Broderbund Software. Now, under an agreement between Broderbund and Atari, *Choplifter* is coming for the Atari 2600 game system. Tentative release schedule calls for availability in the spring. And if we're lucky, more Broderbund titles will follow.



# YOUR TURN

A bit of Christmas cheer, a puzzle for the New Year, and some cartoon silliness here. If you'd like to join our merry group of contributors, become instantly famous, achieve new popularity in your home or school, and even get a free Atari game cartridge if we print your submission, just send your contribution to Atari Age, Your Turn Dept., 120 Brighton Road, P.O. Box 5068, Clifton, NJ 07015. Sorry, we can't return your material, but rest assured it will occupy a place of honor in the editor's overflowing office.

Look my father to the Arcade and he tried to play the Change Machine!



from Terry Sheely  
Cherry Grove, WV



from Ray Higgins  
Madison, FL

## TWAS THE NIGHT OF ATARI

'Twas the night the TV broke down—  
And all through the place,  
Not a cartridge was working—  
Not even *Maze Craze*.  
The family sat with a look of despair,  
Hoping the repairman soon would be there.  
When all of a sudden, they heard a loud bang,  
They ran to the door and practically sang,  
"Hurry, hurry, make the set work!  
We've been waiting a week just to play *Berzerk*!"  
"Since you fixed it so quick, and you're such a good fellow,  
We'll let you play a game of *Othello*."  
He said, "Now that I'm through and have had my fun,  
I think that I should probably run."  
We didn't see him to the door.  
For we were busy playing *Warlords*.  
Then my Dad came running down the hall,  
He wanted to play *Video Pinball*.  
After that, we really weren't sure,  
If we should play *Hangman*, *Asteroids*, or *Adventure*.  
My Mom rushed in, and I couldn't stop her,  
She pulled out *Outlaw* and replaced it with *Soccer*.  
We pulled out the cartridge, we didn't mean to offend her,  
But the rest of the family wanted *Defender*.  
*Defender* really wore out my hand,  
But I still wanted to play *Pac-Man*.  
After *Pac-Man* I wanted to rest,  
But Dad wanted to play *Video Chess*.  
I couldn't decide which was best,  
*Dodge 'Em*, *Haunted House*, *Golf* or the rest.  
But when I was finished, I was glad I could say—  
"I had played ATARI today!"

from Patrick King  
Clear Lake, Iowa

## SPECIAL THANKS...

heartfelt congratulations, sincere hurrahs, loud-mouthed cheers, and, of course, the ever-popular 5 ARCs such to these talented Club Members whose contributions were especially appreciated on this trip through the mailbag: Andra Maria Gonczy, Dolton, IL; Kim McFarland, Atlanta, GA; Mike Angotti, Wayne, NJ; Jerry Weng, Canoga Park, CA; Karalyn Schillaci, Loveland, CO; Gary Davis, Carmichael, PA; Charles Kallina, Cambridge, MA; Sam Landmen, Birmingham, AL; Matthew Tomch, Omaha, NE; John F. Dineiroff, Orange, CA; and David Lin, for his truly mind-boggling drawing of an arcade *Robotron 2084* game.

## ATARI SCRAMBLE

Can you unscramble these mixed up Atari cartridge names?

- |                   |                    |
|-------------------|--------------------|
| 1. tosedrsia      | 8 otis ceras       |
| 2. dhavun osehu   | 9 skbabaetli       |
| 3. gtnhi viderr   | 10 riwrdaso        |
| 4. longbwi        | 11 kay vider       |
| 5. peusr raotbeku | 12 isilems ncamdom |
| 6. ldeedner       | 13 e-mpaan         |
| 7. arvuedetr      | 14 sicnab          |
|                   | 15 brnacto         |

(solution, page 10) from Amy Ashworth  
West Chester, PA



from Sean McCarthy  
E. Freetown, MA

## BERZERK

The name says it all—"Barzerk." How else can you describe a mad world where robots stalk humanoids through electrified corridors, and the controlling genius is a strange smiling face named Evil Otto.

Judging from the pile of playing tips we've received, Atari Club members have obviously spent lots of time dodging robot bullets and old Evil Otto. Here are the best of the tricks and techniques. If you have some worthwhile playing tips for any Atari home video game, please send them to The Atari Club, Master Strategy Guide Department, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015. We'll send a free Atari game cartridge for every contribution we publish.

### The "Bow Tie" Trick

When a robot fires at you, if you are in the right place so that your neck is lined up perfectly with the robot's shot, the bullet will go right through your neck, without killing you.

David Bledeman  
New York, NY

### While the Robots Reload...

While playing *Berzerk* on my VCS I realized that the robots don't fire another laser until the last one they fired goes off the screen. So that means that after the robot fires at you, you can go right next to the robot and blast him.

Bob Piewe  
Attica, NY

### Take That, Evil Otto!

I found a sure-fire way to escape the Rebound Evil Otto whenever you're in those tight spots during the game. If there is a gap on the left side of the screen, and the Rebound Evil Otto is on your tail all you have to do is fire into the gate before you actually exit, and he'll disappear. Then you can continue with your normal strategy.

Antun Barbato  
LeCrescenta, CA

Editor's Note: One pointer here—you have to be right next to the left exit—practically out the door—for this to work. But it does!

### Playing the Angles

Always run away from Evil Otto diagonally. This way he cannot catch up to you. Also, try to go in and out from the bottom and top exits. They are much safer than the left and right ones.

Art Collins  
Haver, MA

### Putting It All On The Line

I think I have found a very helpful hint for *Berzerk*. I have noticed a dark line in the left wall. I have concluded that this is the line of vision that the robots have.

Den Nugent  
Sterling Hts., MI

Editor's Note: Those dark marks in the wall actually line up to the top of each robot's head. They might be useful in judging the height of an oncoming horizontal shot, but beware—the shot will come in a predictable distance below the mark on the wall.



Non-stop arcade action  
for Atari 2600 and 5200  
game systems.

# MARIO BROS.

BY NINTENDO

Mario the carpenter and his brother Luigi are hopping mad! The water pipes in their house are blocked with crawling creatures. Those pests would make any normal plumber turn tail and run — Shellcreepers, Sidesteppers, Fightenflies, and Splice are tricky, and deadly to the



touch. Luckily, the brothers' problem is our delight in the arcade hit **Mario Bros.**, now available with super cartoon-style graphics for Atari game and computer systems.

It takes a unique double-action strategy to knock these pesky pests into the water puddle below. First

you have to hop up underneath them and bop them over on their backs. Then leap up to their level and kick them off. And make it snappy — there are more and more pests pouring out of those pipes at the top of the screen, and they keep getting faster!



**Mario Bros.** is a special treat if you like playing with someone else. The single-player version is wonderful, but give two players joysticks — one as Mario, one as Luigi — and let them both on screen at the same time. That's when the action *really* heats up!

For Atari 2600 Item Code C98 \$31.95

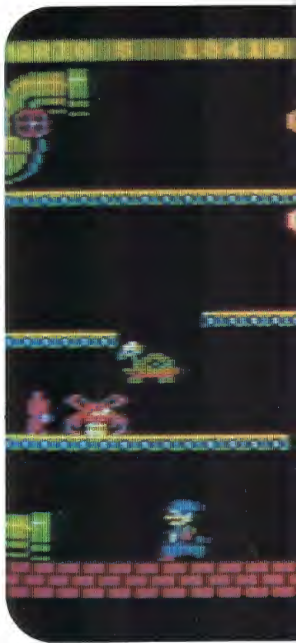
For Atari 5200 Item Code G24 \$36.95

Atari 2600  
screen



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ACTUAL PHOTO: ATARI 5200 SCREEN







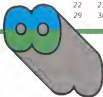
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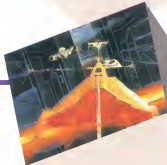
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In this issue, our handy home computer hacker leads you through the treacherous computer marketplace to reach the point where you can make an intelligent choice of a computer to fit your own needs and desires.

Let's start out by making some assumptions. You are interested in buying a computer, but don't hold a degree from M.I.T. You are fairly sure you'll use the machine to try your hand at some programming and to play computer games. You have also heard that computers are good for other things, like word processing, record keeping, telecommunications, and education, and want to buy a machine that will have the capacity to do all of these things, if and when you want to do them. Let us also assume that you don't want to sell the family car to raise the money to finance your computer purchase.

Based on these groundrules, here are some tips, guidelines, and shortcuts for intelligent computer shopping.

computers have not even claimed to be suitable for general home use, and should not be considered for this purpose. The programs and service needed to support your purchase won't be there.

Two or three personal computers have attempted to bridge the gap between office and home use, particularly the Apple and the IBM PC. The question of whether you want to make this sort of investment in a computer for home use is strictly a personal one. What you get for your money is a computer capable of handling your needs, with a good selection of programs available and a certain amount of snob appeal. However, understand that you do not have to spend this much for a home computer. You can find an equally impressive program selection and enough capacity to meet any home need in a machine costing 20%-30% as much. If what you want in your home is a business computer, that is certainly your choice to make. But for most people, you will be buying more than you need.

The category of choice for most Atari Age readers are the home computers. These machines typically run anywhere from \$100-\$500 to start, can use a regular television set as a viewing device, and have color display capacity built in. Within this group there is a wide range of choices available. Here are some tips on choosing between the contenders.

## • WATCH OUT FOR NEWCOMERS

Walking through the aisles of the Consumer Electronics Show in Chicago this summer, it seemed that nearly everyone who manufactures products which plug into the wall was introducing a new home computer. Some of these machines have fairly impressive features. However, your requirements in a home computer are not limited to the nuts and bolts of microprocessors, RF modulators and keyboards.

A key to the long-term value of a computer is the number of **third party suppliers** who make products for it. A third party supplier is an independent company which makes software and/or hardware which is compatible with a machine manufactured by someone else. Your Atari 2600 VCS unit is an example of a machine which has been widely supported by third party manufacturers. Just look at the number of games, joysticks, and accessories produced by other companies for owners of the VCS. While Atari would undoubtedly have preferred to have owners buy only Atari products, the existence of all these other manufacturers makes the system itself far more attractive than a system supported from just one source. In addition, it is safe to assume that the existence of all those competitive games and accessories has pressured Atari to work very hard at producing the absolute best products it can, to maintain its position in a highly competitive market.

The same is true for home computers. Until third party suppliers become interested in a system, that system has a limited selection of programs and accessories available, and fewer imaginations working to expand its capabilities. If a company that makes terrific television sets decides to make a home computer, they may do a terrific job. But unless other companies decide to invest their time and money in developing products to fit that new computer, its appeal will be limited. Your best bet is to stick with a leading manufacturer with proven support.

## • SHOPPING SHORTCUT—GO SOFTWARE HUNTING

For most people, a home computer will be used primarily to run software. "Software" is the industry term for packaged computer programs—everything from games to financial spreadsheet programs to computer music composition utilities. Many people get a lot of fun and assistance from their home computers without ever learning a thing about computer programming—they let the professionals take care of how the machine works, and concentrate on what it can do.



## • HOME COMPUTERS AND PERSONAL COMPUTERS—WHAT'S THE DIFFERENCE?

Computers are classified based on their size, from large mainframe computers which often do not occupy a room all their own in an office and have many people plugged into them through terminals, to small microcomputers, designed to be used by one person at a time and to fit on a desktop.

Within the microcomputer world, three significant divisions have developed: **personal** computers, **portable** computers, and **home** computers.

The term "personal" computer may sound warm and fuzzy, but in fact, it refers to machines that were designed to be used by individuals in an office environment. These machines typically use special-purpose monitors to display a picture, may or may not have built-in color capability, and are priced in the \$1600-\$2500 neighborhood. This is a very nice neighborhood, and some very attractive computers live there. However, the vast majority of "personal"

Another computer category that is receiving a lot of attention today are the portable computers. These are truly wonderful machines, capable of performing a wide range of functions, yet some are small enough to fit in a briefcase. The functions these machines are designed to fill are business applications—financial analysis, word processing, etc. If you want to play games, or teach Junior the alphabet, look elsewhere.



When selecting a home computer, you want a machine with a tremendous variety of software available. You may only need one word processing program, but you certainly want a variety to choose from, and the same goes for every other category of computer software.

It would be difficult to find a computer on the market today which doesn't offer at least one of everything. However, there are tremendous differences in both the quantity and the quality of software available. It is easy to find out what variety of software is available for each home computer on your

represent a small part of the total software available. Judging the complete line of software available in all three formats, the manufacturer in question ranks far behind several competitors. Do your own comparison shopping to find out what's available.

#### • EQUIPMENT TIPS

For a while there, computer makers were trying to create less expensive computers by building them with less expensive keyboards. Some had a flat surface with key shapes printed on—a "membrane" keyboard. Others had "chiclet" keys—little

tion—it will let you save your work if you're programming, and makes a lot more commercial programs available.

You don't have to buy all the peripherals you'll ever want when you start out. However, make sure that they are all available. Expandability is an issue worth considering—what can you add if you want to some time in the future. Go beyond the basics when asking questions in this area. Be sure that you can add a disk drive, and more than one drive if you choose—at least one highly publicized, highly priced system will only accept a single disk drive. Look for light pens and drawing tablets too—even if you don't want them now, somebody in your family may get the artistic bug. You should be able to choose from several printers, including both dot matrix and letter quality models. Also look for a variety of game controllers.

When starting your system, leave your options open to connect any potentially desirable combination of equipment in the future.

#### • MEMORY

We'll get into more detail on RAM and ROM in a future column—for now suffice it to say that a system with 48 to 64K capacity will be fine for virtually any home need. If you want to save money now, you can get by with a 16K system. Be certain, if you do choose a lower-capacity system, that additional memory expansion is easy and inexpensive. Frankly, you are likely to want more than 16K memory before long, and the total price of expansion memory to bring a lower-capacity system up to full memory capability is likely to be higher than starting out with a more powerful model.

#### • SHOPPING

That should be enough to chew on for this episode. Just one more shopping pointer—don't expect to get very much help in selecting a home computer at computer stores. The reason—there is less profit in selling inexpensive home computers than 5000-plus set-ups. Sales of home systems have largely been left to larger retail stores and mail order suppliers—great with prices, but frankly short on providing information. This is not to say that the information isn't available—it just means you'll have to read. There are plenty of buyers' guides, magazines, and books on the subject—dig in and buy smart!

#### • PERIPHERALS

You don't need to buy a lot of equipment to get started in home computing. Just the computer console itself will let you plug in and begin. "Peripherals" are the extra pieces of equipment you can add to turn your console into a computer system. These include program recorders and disk drives for program and information storage, printers, and modems used to connect your computer with another one through telephone lines. If you have the money, make either a program recorder or a disk drive your first addi-



list of possibilities. Go to a local software store and look at the shelves. Some computers have racks full of programs for you to select from—others have a little row off in the corner somewhere. The differences may surprise you.

Another good place to go window shopping is in the pages of computer magazines. One widely available publication which has a fine track record in serving home computer users is *Computer!* The articles in *Computer!* are very useful, and so are the advertising pages. Other good places to go "window shopping" in print are *Creative Computing* and *Popular Computing*.

Which brings up another point—one of the most crucial kinds of "software" is the printed word. Books and magazines devoted to individual computer brands are a very important resource, and here again, some computers are covered in far more depth than others. Check the racks at your local bookstore and computer store and compare the selection for different systems.

One more thought about software—watch out for advertising claims. One manufacturer recently ran a radio commercial in which their celebrity spokesperson claimed that this brand of computer had "more software cartridges than any other computer!" The claim was probably accurate—but there's a fly in the ointment. Computer software comes in three forms—floppy disks, tape cassettes, and plug-in cartridges. While cartridges are popular and easy to use, they

rubber pads that make touch-typing difficult and uncomfortable.

At this point, there is no reason to settle for less than a regular full-stroke typewriter-style keyboard.



**NEW**

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**Change games instantly!**

Load your 10 favorite Atari 2600 game cartridges into Rom-scanner—then choose the game you want by pushing a button! Switch games whenever you like—it takes less than a second to jump from game to game. Rom-scanner attaches easily to your Atari 2600 console, adds dynamic electronic control to your system.

**ROMSCANNER**

Item Code A81 \$49.95



## ATARI 2600 CARRYING CASE

Take your Atari 2600 wherever you go with this practical, lightweight carrying case. Compartments for game console, controllers, TV switchbox, power adapter, and 12 cartridges! Makes your system completely portable!

**ATARI 2600 CARRYING CASE**

Item Code  
A71  
\$19.95



## ATARI 5200 CARRYING CASE

Great for traveling with your 5200 system, or storing it when not in use. Holds game console, power adapter, controllers, eight games.

**ATARI 5200 CARRYING CASE**

Item Code A66 \$32.95

## REMOTE CONTROL WIRELESS JOYSTICKS

Easy to hook up, remote control system includes two wireless joysticks and receiver unit. Play Atari 2600 games up to 20 feet away from the game console! Requires two 9-volt batteries, not included. (For Atari 2600 and Atari Home Computer systems)

**REMOTE CONTROL WIRELESS JOYSTICKS**

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Our guarantee to you—if you receive any item from The Atari Club which does not work properly, you can return it for replacement or refund for a full 90 days from the day it arrives at your home.

# ARCS

## THE CLUB CURRENCY

Here's your first opportunity to take advantage of the power of Atari Redemption Certificates—ARCs. Just pick the offer you'd like. Fill in the order form opposite page 26, and send it along with your ARCs and any payment required. Or keep saving your ARCs for a future offer, if you prefer.

### SAVE ON TERRIFIC ATARI GAMES AND ACCESSORIES WITH ARCS

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Phoenix  
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Atari Game Center (tabletop unit) Item Code A08 \$29.95  
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Atari Club Thermal Mug Item Code A36 \$3.95  
set of four mugs Item Code A39 \$11.95  
AC Adapter Item Code A01 \$6.95  
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# MORE SESAME STREET FUN FROM ATARI



The creators of television's foremost educational programs — Sesame Street, Electric Company, and 3-2-1 Contact — have teamed up with the creator of the world's most popular video games to bring the fun and learning of Sesame Street right into your home. Preschoolers will love the continuous challenge, long-term enjoyment, nonviolent action, and valuable learning opportunities — and of course, they'll love playing with their Sesame Street Muppet friends!

All Atari Sesame Street Library games are played with the special Atari Kid's Controller, a sturdy keypad with brightly colored overlays made especially for preschoolers.



#### BIG BIRD'S EGG CATCH

Big Bird has to be fast on his feet to catch the eggs as they are laid by hens from the hayloft overhead. Kids practice with the concepts of right and left and following directional arrows while having fun with their feathered friend and his poultry problem.

Item Code C95  
Member Price: \$26.95



#### ALPHA BEAM WITH ERNIE

Practice important alphabet skills by beaming letters into position on the Alpha Beam Fuel Station.

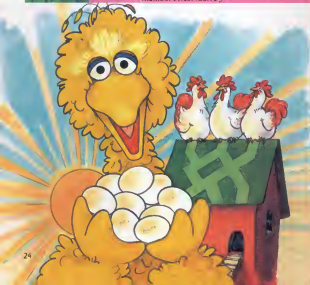
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Member Price: \$26.95



#### COOKIE MONSTER MUNCH

Children have fun practicing valuable pre-reading skills while leading Cookie Monster through the maze in pursuit of delicious cookies.

Item Code C93  
Member Price: \$26.95



## BUY THREE, GET THIS FREE!



#### THE ATARI KID'S CONTROLLER

With One Cartridge: Item Code A78  
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With Two Cartridges: Item Code A79  
Member Price: \$10.95

With Three Cartridges: Item Code FAW  
**FREE!**

Offer expires March 15, 1984





## POLE POSITION II



What do you do when one of your coin video games has been the #1 arcade hit for months? Improve it, of course, and that's precisely what Atari and Namco have done, with the introduction of **Pole Position II**.

The basic gameplay remains the same—a winning combination of track-level point of view, hairpin curves, roaring sound effects, and incredibly fast racing action.

**Pole Position II** offers a number of improvements which

make the game even more fun to play. There are now four different tracks to choose from, each with its own twisting, challenging layout and handsome background scenes. The cars are now even more detailed than before, and the explosions are more spectacular than ever, with bouncing tires and bloodcurdling sound effects.

It's a high-performance package of added features that puts the immensely popular **Pole Position** into overdrive—**Pole Position II**.



## The Adventures of MAJOR HAVOC

Get ready for a multipart action adventure pitting heroic clones against the evil Vaxxian Empire—get ready for **The Adventures of MAJOR HAVOC**.

The game combines space game action with maze-running strategy to give unusual depth of gameplay. There are four separate scenes in each level—the Tactical Scanner Display, the Space Wave, the Space Station Landing, and the Space Station interior maze. Each section of **Major Havoc** requires a different blend of skill and strategy, challenging you to defeat the dreaded Vaxxian robots and move your clone army closer to your goal of destroying the enemy reactor and freeing your people.



# SNOOPY AND THE RED BARON

The classic battle — World War I flying ace SNOOPY versus the dreaded Red Baron. At stake — the Allied troops entire supply of treats! The Baron has stolen all the burgers, and root beer and ice cream, lollipops and more from our brave troops at the front. Morale is shattered! It's SNOOPY to the rescue, in this action-packed aerial dogfight videogame.

Climb aboard your Sopwith Camel doghouse and take off in pursuit of your foe. Shoot him down if you can, but watch out — the Baron is a superb shot himself. Game animation is so detailed, you can actually tell how many times you've been hit by the gunshot marks on the roof of SNOOPY's doghouse!

The whole family loves the Peanuts gang and this great new Atari game was designed with the whole family in mind — there are four skill levels to choose from, so everyone from little sister to your resident arcade champ will find just the right challenge for peak enjoyment.

**SNOOPY AND THE RED BARON**  
Item Code C94 Club Member Price \$26.95



# FREE BONUS WITH ANY ORDER



## 5 ARCS

An ARC is an Atari Redemption Certificate — a valuable way for you to save money on selected Atari video game cartridges and accessory items (see the current ARC offer on page 23).

You can now get 5 ARCs absolutely free with any order from this issue of Atari Age! But hurry — this special offer expires March 15, 1984.

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### CONTEST ENTRY FORM

Complete this entry form and send it in the attached envelope or a separate envelope to ATARI CLUB CONTEST, 120 Brighton Road, P.O. Box 5088, Clifton, NJ 07015.

ANSWERS: 1) \_\_\_\_\_ 2) \_\_\_\_\_

3) \_\_\_\_\_ 4) \_\_\_\_\_ 5) \_\_\_\_\_

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# ORDER FORM

ORDER BY PHONE: with MasterCard or VISA—call

**TOLL-FREE 1-800-538-8543**

**(CA RESIDENTS CALL 1-800-672-1404)**

Monday through Friday, 6:30 AM-4:30 PM Pacific time. Have your credit card available when calling. We cannot accept C.O.D. orders.

PLEASE ATTACH YOUR PEEL-OFF LABEL HERE

If corrections are needed, please use this space to print your name and address as they should appear.

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## ORDER BY MAIL:

Please fill in this order form in full. Place peel-off label from back of magazine in space provided at right, or clearly print information re-quested.

Mail order form in attached envelope, or send to: THE ATARI CLUB™, 140 Brighton Rd., PO Box 5068, Emeryville, CA 94608.

If you order more than one item, your shipments may be shipped separately, and therefore may show on different dates. Game cartridges (cartridges not yet released) will be shipped as soon as they are available.

If any part of your order is damaged in shipment, it will be replaced without charge.

DESCRIPTION	ITEM CODE	QTY	PRICE PER ITEM	TOTAL PRICE
<b>HITS OF '83</b> 1 Centipede™ C-71 1 Dig Dug™ C-67 C-3ious™ C-69 <input type="checkbox"/> Jungle Hunt™ C-82 <input type="checkbox"/> Kangaroo™ C-61 <input type="checkbox"/> Moon Patrol™ C-70 Please indicate the number of <b>HITS OF '83</b> cartridges you have ordered: <input type="checkbox"/> One cartridge \$29.95 <input type="checkbox"/> Two cartridges \$56.90 <input type="checkbox"/> Three cartridges \$79.85 <input type="checkbox"/> Four cartridges \$95.80 <input type="checkbox"/> Five cartridges \$119.75 <input type="checkbox"/> Six cartridges \$143.70				
<b>\$200 FLASH OFFER</b> In one order, at least one Atari 5200 game cartridge from this issue. Free credit line.				
<input type="checkbox"/> Atari 5200™ 1619 Cartridge	A67		\$19.99	
<input type="checkbox"/> Atari VCS Adapter	A60		\$19.99	
(Note: If you order two or more Atari 5200 C-1 cartridges, you are entitled to one additional cartridge of \$200 purchase price.)				
<b>OTHER ITEMS AND ACCESSORIES</b>				

\*There is a \$3 shipping charge if you order any items at addresses other than Game Program Cartridges and Atari Sales Office.

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# LIMERICK CONTEST

You don't care for a sonnet with everything on it, or an ode to a toad in the road? So you think alms poetic are simply pathetic—perhaps a few limericks will teach you some new tricks. So here's our new contest with prizes sublime—that should spark your interest in rhythmical rhyme!

#1:

A lady from Lexington Station,  
Discovered to her consternation,  
That the game her son spoke of  
Concerned things automotive  
And not Lech Walesa's location.

#2

There once was a simian band,  
Who thought tossing apples was grand,  
Till one fateful hour  
Marsupial power  
Put an end to the good times they planned

#3:

A robot with laser beam firing,  
Can make a poor human's life firing.  
With aim quite erratic  
Controls Otto-matic  
And brainpower less than inspiring.

#4

There once was a lady quite round,  
Who would gobble up fruit by the pound  
If you offered her dots  
She'd consume lots and lots  
All the while making strange beeping sounds

#5.

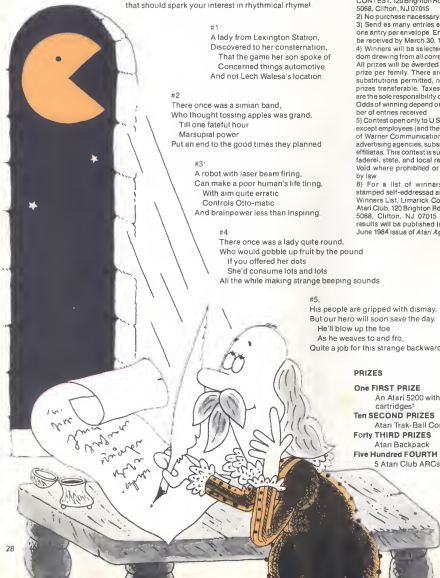
His people are gripped with dismay,  
But our hero will soon save the day.  
He'll blow up the foe  
As he weaves to and fro,  
Quite a job for this strange backwards ray

## HOW TO ENTER

- 1) Identify the game being discussed in each of the five limericks on this page. Type or clearly print your answer in the space provided on the official Atari Club Contest Entry Form on page 27, or a reasonable facsimile, and mail to ATARI CLUB LIMERICK CONTEST, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015
- 2) No purchase necessary to enter
- 3) Send as many entries as you like, one entry per envelope. Entries must be received by March 30, 1984
- 4) Winners will be selected in a random drawing from all correct entries. All prizes will be awarded. Only one prize per family. There are no prize substitutions permitted, nor are the prizes transferable. Taxes on prizes are the sole responsibility of winners. Odds of winning depend on the number of entries received
- 5) Contest open only to U.S. residents except employees (and their families) of Warner Communications, Inc., its advertising agencies, subsidiaries, or affiliates. This contest is subject to all federal, state, and local regulations. Void where prohibited or restricted by law
- 6) For a list of winners, send a stamped self-addressed envelope to Winners List, Limerick Contest, The Atari Club, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015. Also, the results will be published in the May/June 1984 issue of Atari Age.

## PRIZES

- One FIRST PRIZE**  
An Atari 5200 with 5 game cartridges
- Ten SECOND PRIZES**  
Atari Trak-Ball Controller
- Forty THIRD PRIZES**  
Atari Backpack
- Five Hundred FOURTH PRIZES**  
5 Atari Club ARCs



# THREE FOR FREE

The ARC program—our way to give Atari Club members special prices on selected Atari products. The more ARCs you have, the more money you save. To sample the power of ARCs, just turn to the Clubhouse Store on page 23—you'll find special ARC prices on three cartridges, the Atari 2600 Trak-Ball controller, and even a free Space Age joystick in exchange for 20 ARCs.

Club members get ARCs in many ways—as rewards for their contributions, as contest prizes, and as membership renewal bonuses. To help get the program off to a big start, we're sending a free ARC to everyone who places an order from this issue of *Atari Age*. And here's an exciting "extra"—three valid ARCs printed below. Just cut them out on the dotted lines, and you've started your collection of ARCs!



# HOW TO USE ARCs

- Get ARCs through opportunities in **Atari Age** magazine — by winning them in a contest, becoming an "honorable mention" contributor to "Your Turn", ordering from the Clubhouse Store, renewing your membership, etc.
- Check the current ARC special offers in **Atari Age**. There will be a new offer in each issue.
- If you have enough ARCs to take advantage of the offer you like, just send them along with a completed order form and any cash required in the envelope provided.
- If you don't see what you want, or don't have enough ARCs yet, keep collecting them — there are new ARC offers coming all the time, and the more ARCs you have, the more you'll save.

This certificate is redeemable only through the Atari Club and not through any retailer.

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# 3DO FIGHT

ROBOTRON: 2084



PENGO



BERZERK



MOON PATROL





## "HAVE AN ICE DAY"

Penguin Power comes to your S200 System in a fast-paced game that combines strategic thinking with plenty of quick action and beautifully animated characters — Pengo.

Just like arcade Pengo, the game takes place in a South Pole position, as our penguin hero battles deadly Sno-Bees in a field of ice blocks. The blocks form a moveable maze. Kick an ice block into a Sno-Bee and destroy it. But watch out for flashing blocks—they contain nesting bees that can hatch into full-grown foes. Be careful how you place the three special diamond ice blocks—line them up and you earn big bonus points. And remember to work fast—the faster Pengo clears out the Sno-Bees the more bonus points you earn.

PENGO Item Code G25  
Club Member Price \$36.95

# PENGO



## CRATER-LEAPING LUNAR LUNACY

Moon Patrol is ready for your Atari 5200 system—but are you ready for Moon Patrol? At first this game may look sort of "cute"—the moon buggy you drive over the lunar surface features cartoon-style animation, and the music in the background is more toe-tapping than terrifying. But wait till you start playing! You have to deal with craters, boulders, rolling rocks, land mines and enemy tanks—and that's just on the ground level! Overhead there are three different kinds of UFOs trying their best to wipe you off the lunar surface. You are armed with an anti-gravity "jump" button to leap over obstacles, laser weapons that fire forward and overhead simultaneously and, perhaps best of all, a "continue" feature that lets you start your next game at the same point you reached in your previous Moon Patrol.

MOON PATROL Item Code G21 Club Member Price \$36.95



# MOON PATROL



# ROBOTRON: 2084



No question about it — there's more happening on the **Robotron:2084** screen than you've ever seen in a videogame before. Arcade **Robotron:2084** has a reputation as the fastest-shooting, fastest-moving coin videogame in town. Now Atari brings every bit of that action home for 5200 owners. You even get the same two-listed controls as the arcade game. Put two 5200 controllers into the special holder supplied with the cartridge and use both to play — one to move, the other to fire.

Can you survive wave after wave of Mindless Grunts, Indestructible Hulks, Giant Brains, Progs, Sinister Spheroids, Cubic Quarks and more? Can you save the Last Surviving Family? Only one way to find out!

**ROBOTRON:2084** Item Code G26  
Club Member Price \$36.95

# BERZERK

Arcade **Berzerk** fans are used to being teased. Put your quarter in the machine and it starts talking to you — "Intruder Alert! Intruder Alert!" Tying a room before you've polished off all the enemy robots and the voice calls out to you. "Chicken! Fight like a robot!" When your little man is vaporized by robot fire, they gloat — "Got the humanoid!" Now Atari 5200 owners can bang arcade-quality **Berzerk** home complete with voice! The voice is built right into the cartridge — no adapter is needed. And as **Electronic Fun with Computers & Games** magazine said, "The programmers obviously didn't have to sacrifice gameplay to get the voice, since the game is excellent. From the familiar shimmering logo to the shriek on Evil Ozo's face when he mows you down, every graphic detail is perfect."

**BERZERK** Item Code G27 Club Member Price \$36.95



"CHICKEN!  
FIGHT LIKE A  
ROBOT!"





## ORDER ANY ATARI 5200 GAME FROM THE ATARI CLUB AND SAVE



## ON 5200 TRAK-BALL CONTROLLER OR VCS CARTRIDGE ADAPTOR

**YOUR CHOICE ONLY \$59.99 WITH 5200 CARTRIDGE PURCHASE!**



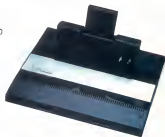
### Atari 5200 VCS Cartridge Adaptor

Play all Atari 2600 system cartridges on your Atari 5200

Regular Club Price \$74.95

WITH 5200 CARTRIDGE PURCHASE

ITEM CODE A68 **\$59.99**



### Atari 5200 Trak-Ball Controller

Get real arcade action for your Atari 5200 system.

Regular Club Price \$74.95

WITH 5200 CARTRIDGE PURCHASE

ITEM CODE A67 **\$59.99**

Offer expires March 15, 1984

## WE HAVE THE COMPLETE ATARI 5200 GAME LIBRARY READY FOR SHIPMENT!

Baseball	Item Code G11	\$28.95
Centipede	Item Code G09	\$36.95
Countermeasure	Item Code G10	\$28.95
Defender	Item Code G07	\$36.95
Dig Dug	Item Code G23	\$36.95
Football	Item Code G06	\$28.95
Galaxian	Item Code G01	\$36.95
Joust	Item Code G22	\$36.95
Jungle Hunt	Item Code G18	\$36.95
Kangaroo	Item Code G19	\$36.95
Missile Command	Item Code G02	\$28.95
Ms. Pac-Man	Item Code G20	\$36.95
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Space Dungeon	Item Code G17	\$36.95
Space Invaders	Item Code G03	\$28.95
Star Raiders	Item Code G04	\$36.95
Super Breakout	Item Code G15	\$28.95
Tennis	Item Code G12	\$28.95
Vanguard	Item Code G13	\$36.95

### NEW RELEASES

BERZERK	Item Code G27	\$36.95
MOON PATROL	Item Code G21	\$36.95
PENGO	Item Code G25	\$36.95
ROBOTRON 2084	Item Code G26	\$36.95

# THE HITS OF '83

Atari introduced more must-have videogames in 1983 than ever before—so many, in fact, that it was just about impossible for fans to keep up with them all. As 1983 draws to a close, The Atari Club is here to help you fill those gaping holes in your cartridge collection. We've chosen 6 great 1983 cartridges and created a special offer—the more you order from the Club, the more you save on each!



**ORDER ANY 1  
PAY JUST  
\$29.95**

**ORDER ANY 2  
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**ORDER ANY 3  
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**ORDER ALL 6  
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## TO ORDER:

**BY PHONE:** Call toll-free with credit card order 1-800-538-8543  
(CA residents call 1-800-872-1404)

**BY MAIL:** Use the convenient order form opposite page 26.

Offer expires March 15, 1984



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